

Weapons Table

	Weight	Size	Constitution	AP cost in map	% Close combat	Close combat cost	% Close combat accuracy	% Close combat damage	% Close combat strength bonus	% Auto-shot Ap cost	% Auto-shot agility bonus	% Snap shot accuracy	% Snap shot Ap cost	% Aimed shot accuracy	% Aimed shot AP cost	% Skill factor	Ranged combat damage factor	Ammunition capacity	Ammunition type
Kastec Rifle	8	9	100	1	25	50	7	20	10	-	-	33	28	67	60	12	52	12	Rifle clip
MK-2	14	13	120	2	33	45	9	20	9	8	20	25	24	33	55	10	58	30	MK-2 Gun Clip
SP30 Pistol	6	4	90	0	20	50	5	25	14	-	-	12	16	25	22	7	45	10	Pistol Clip
Rocket Launcher	25	25	90	3	50	20	10	17	8	-	-	33	10	67	15	5	130	1	Rocket
Kastec Auto-gun	9	7	100	1	25	45	6	20	14	6	5	20	12	50	35	6	35	20	Auto-gun Clip
Pump Shot Gun	10	9	106	1	25	45	6	25	7	-	-	25	10	50	30	6	40	6	Sot Gun Clip
H50 Las -gun	25	30	126	3	50	25	12	17	12	3	3	17	12	33	18	6	45	40	H50 Las-pack
AP60 Grenade	2	2	40	0	-	-	-	-	-	-	-	-	-	-	-	-	80	-	-
AP100 Grenade	4	3	65	0	-	-	-	-	-	-	-	-	-	-	-	-	130	-	-
Light Sabre	1	5	180	0	17	55	90	14	20	-	-	-	-	-	-	-	-	-	-
Auto-Cannon	26	30	120	3	33	26	11	17	7	12	8	25	20	50	40	7	78	12	Cannon Clip